

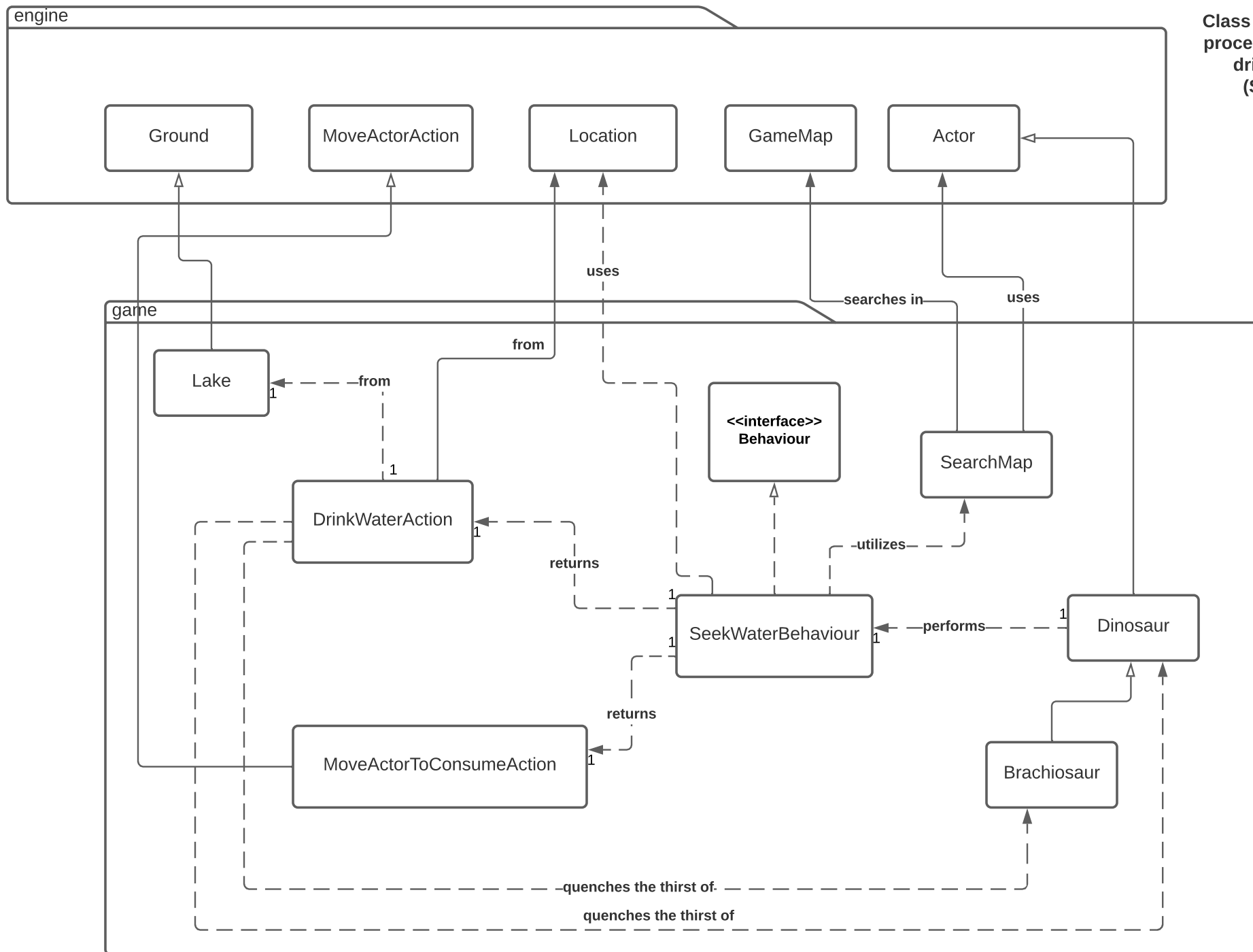
# Assignment 3 UML diagrams

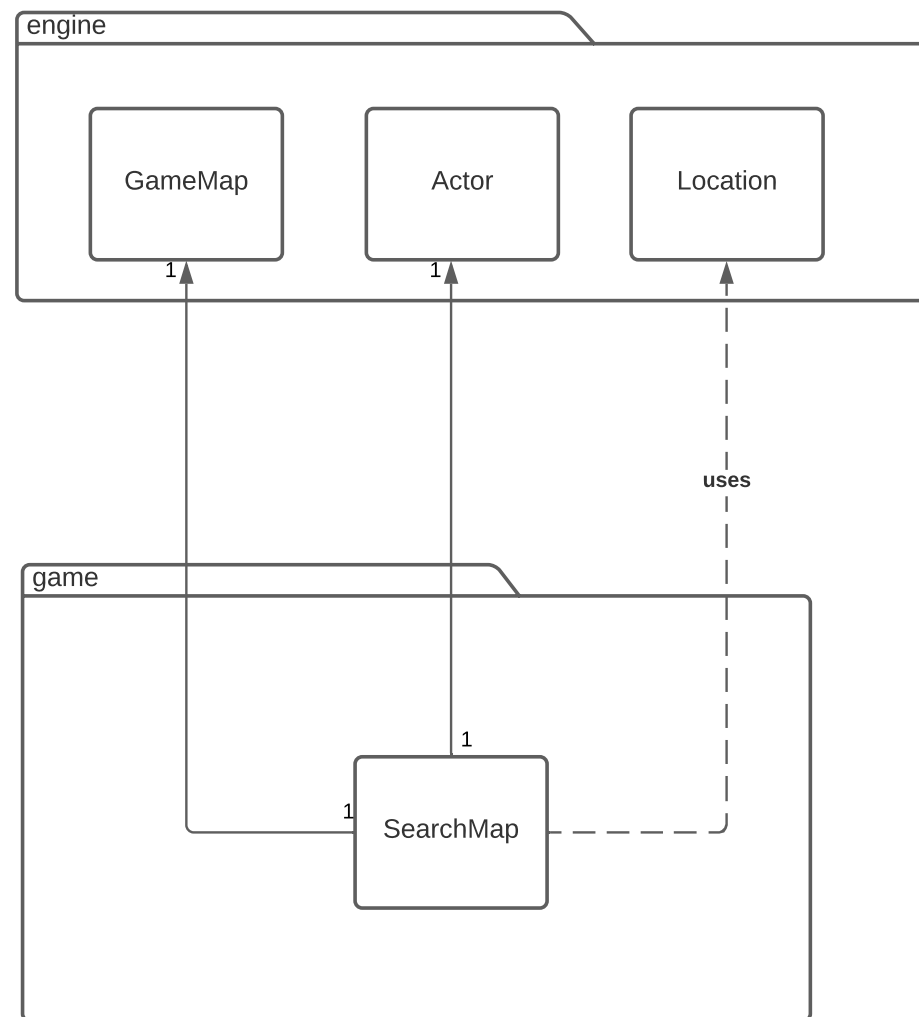
Members:

Abhishek Shrestha

Amindu Kumarasinghe

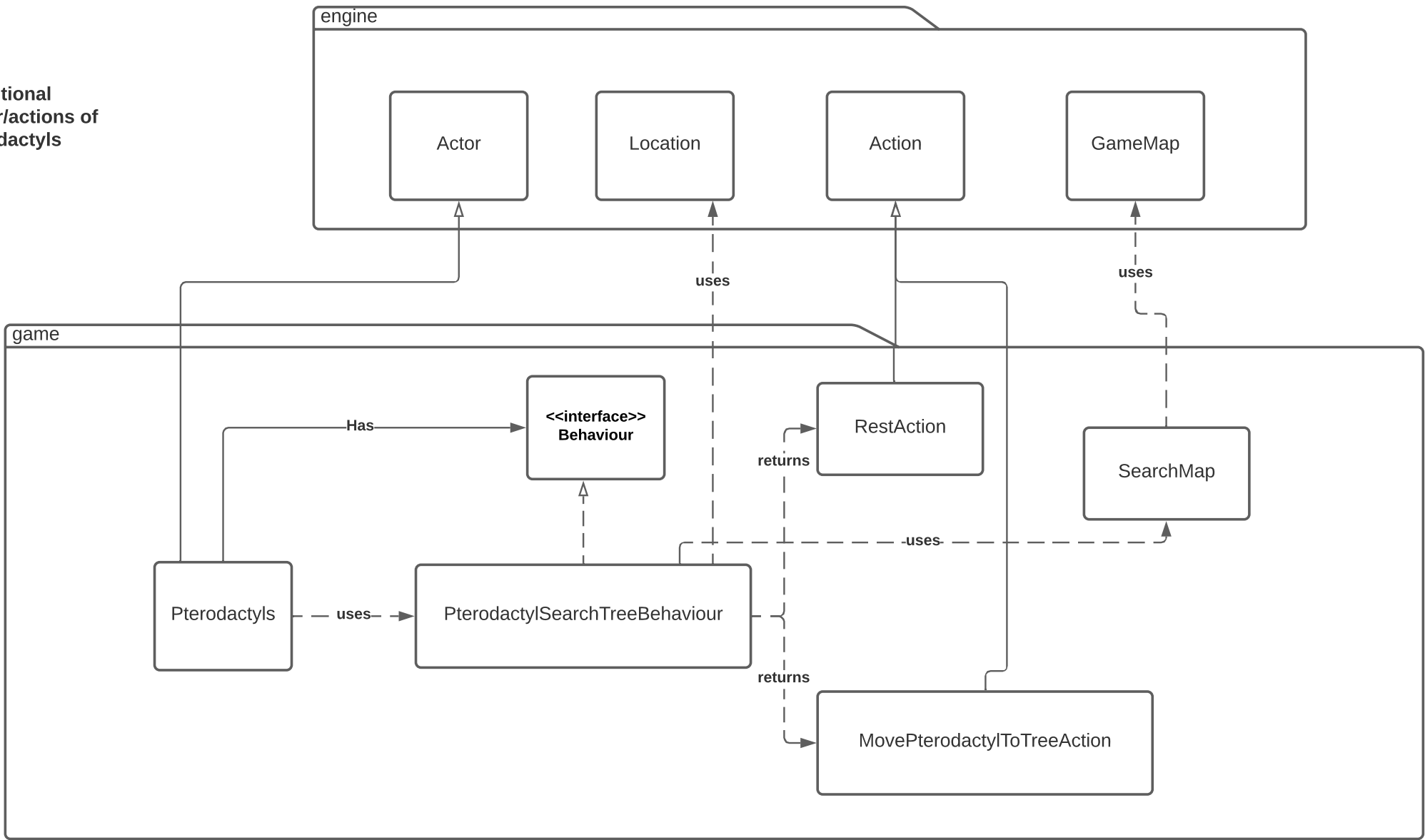
Class diagram for the process of dinosaurs drinking water (SeekWater)

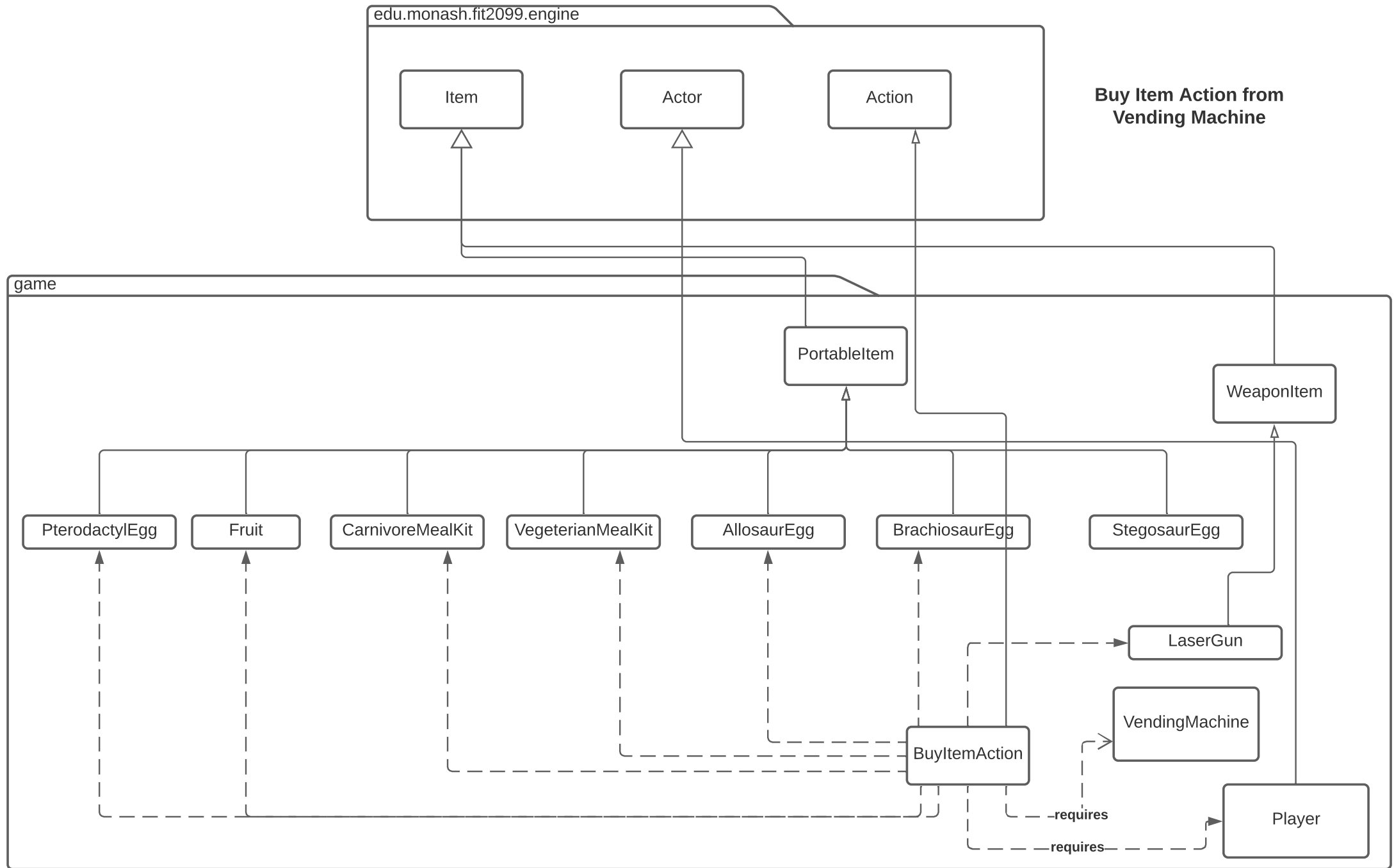


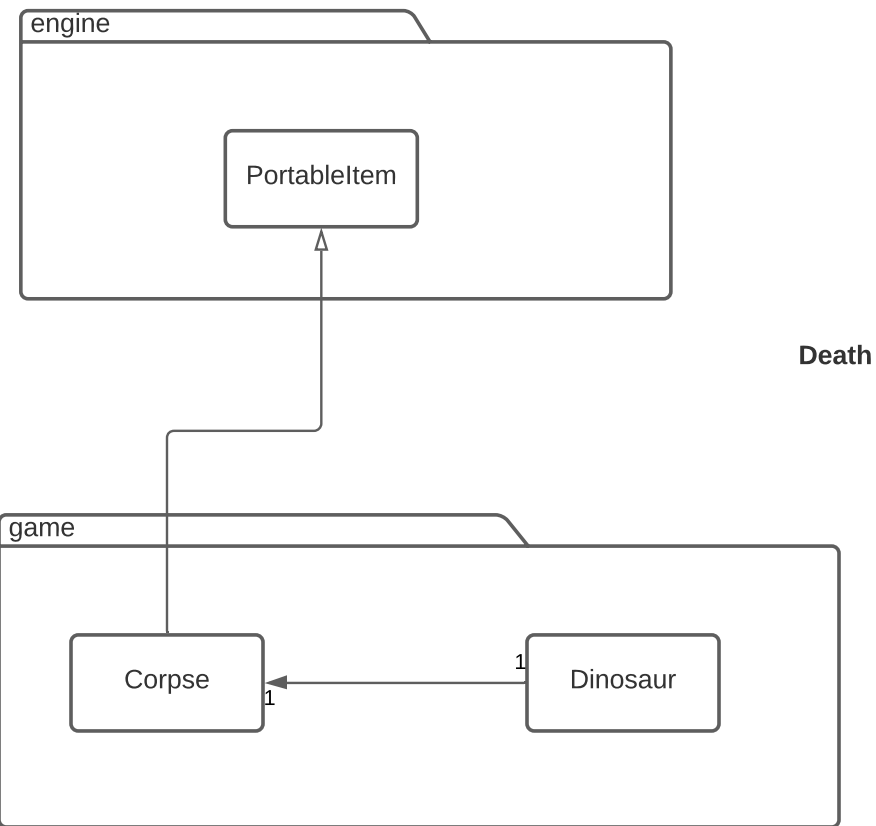


class diagram for the  
SearchMap class

Additional  
behaviour/actions of  
pterodactyls

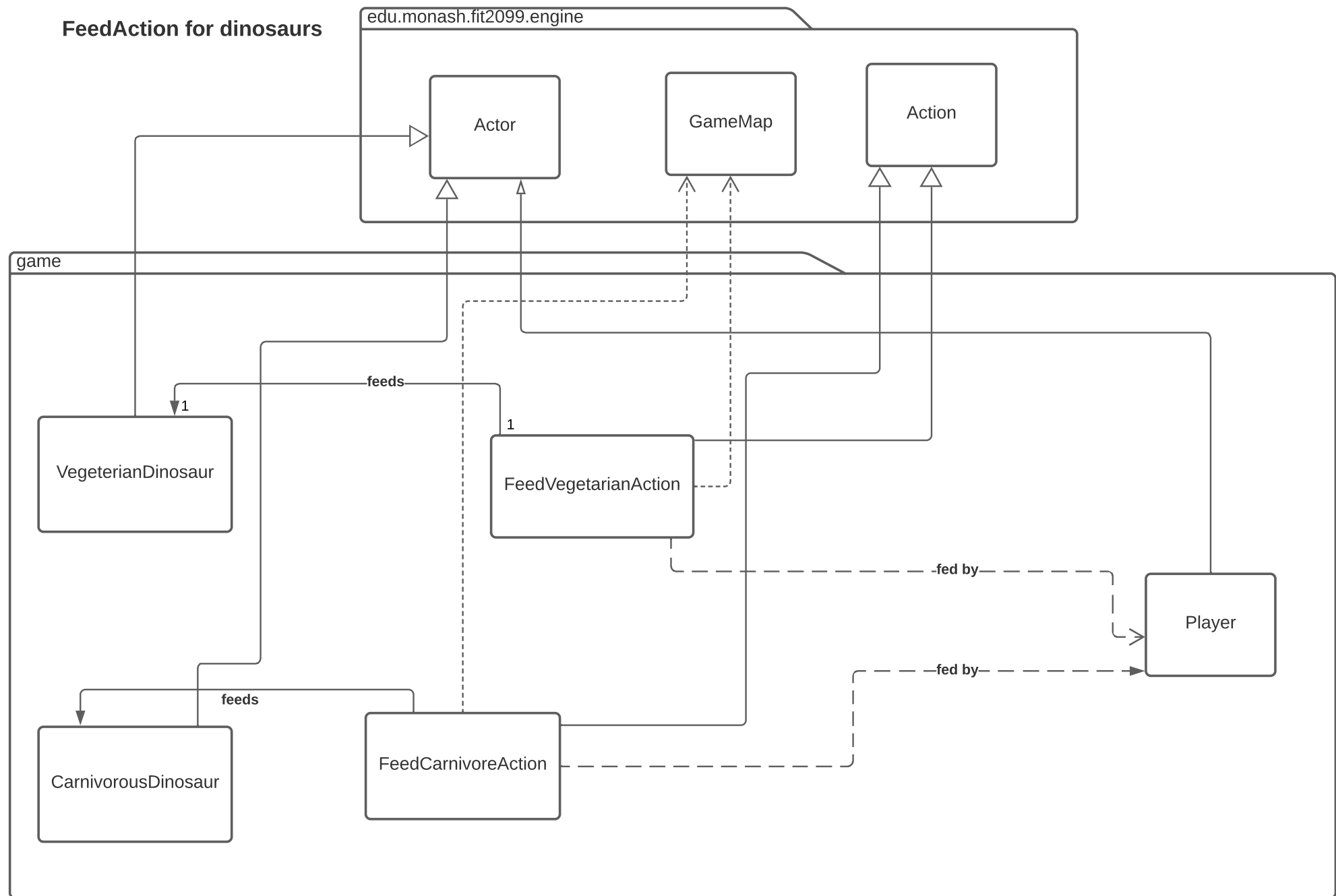




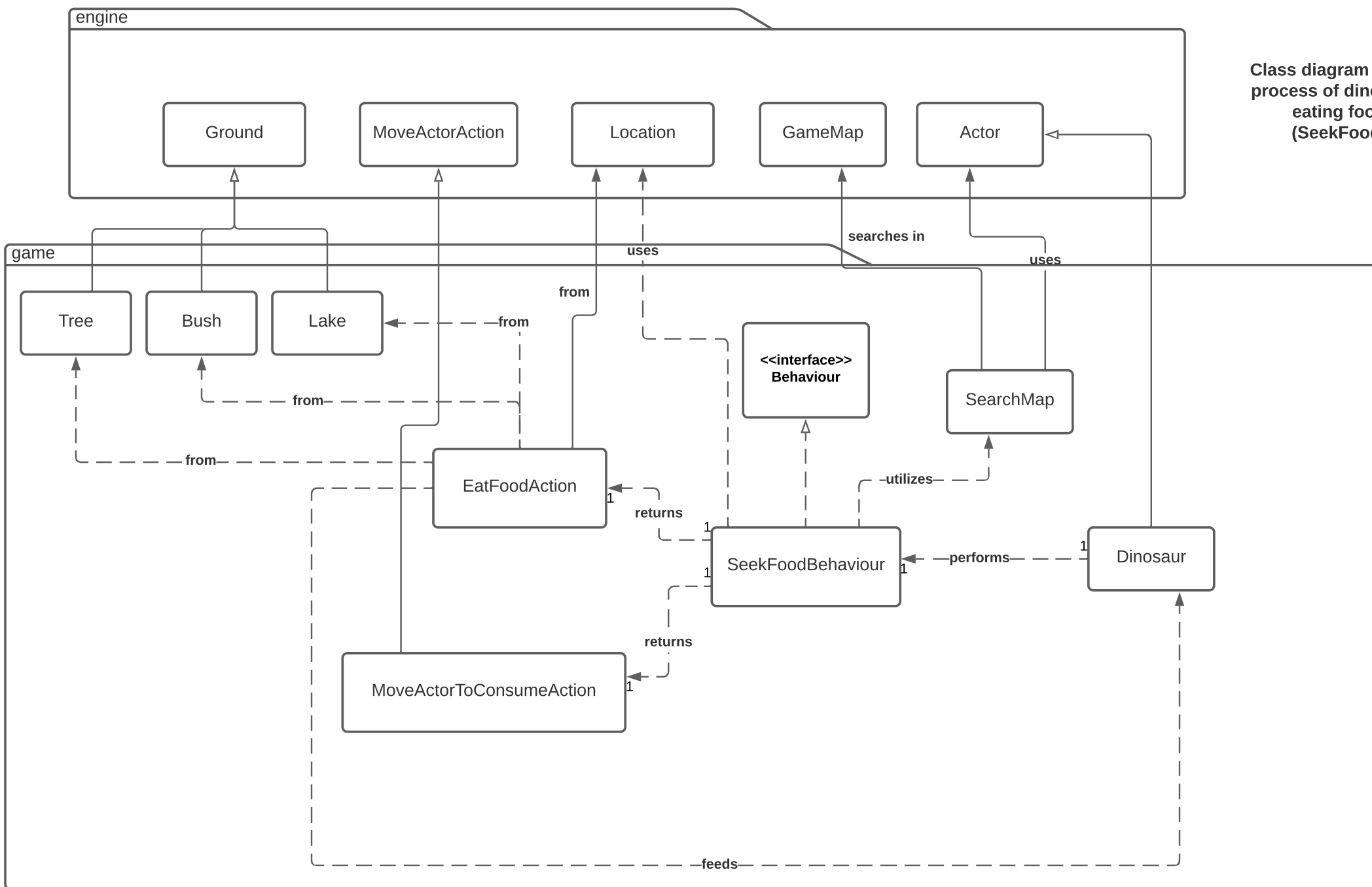


**Death**

## FeedAction for dinosaurs



Class diagram for the process of dinosaurs eating food (SeekFood)





Updated Sequence  
Diagram For  
FeedVegeterianAction  
from assignment 2

Note: vegetarianDinosaur is an instance variable of  
FeedVegeterianAction class

Note: This sequence diagram is for the action of feeding a vegetarian  
dinosaur , and it would be identical to feeding a carnivore dinosaur as  
well, except instead of searching the inventory for fruits and vegetarian  
mealkits, we can search for corpses, eggs and carnivore meal kits.

